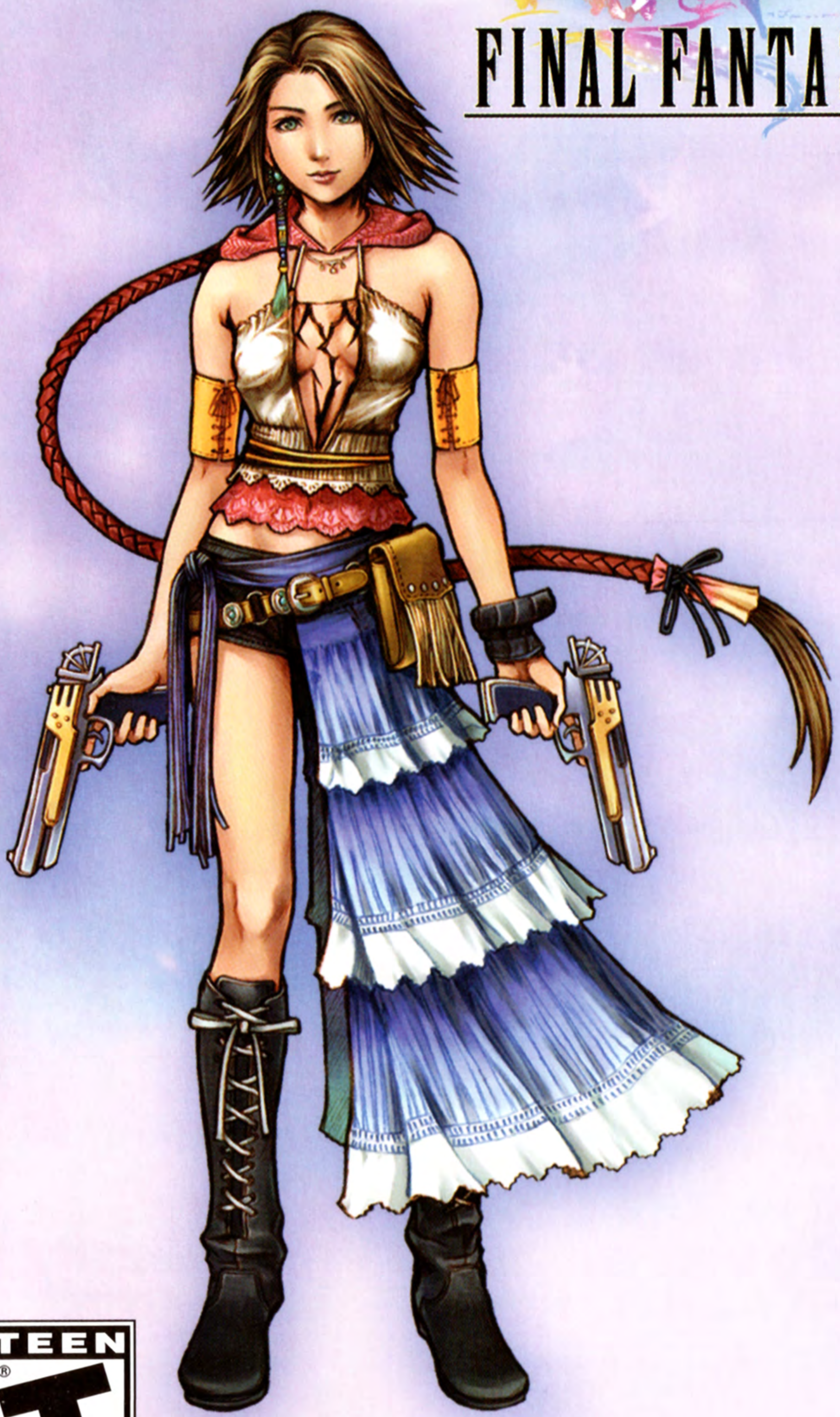
# FINAL FANTASY® X-2



SQUARE ENIX™

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# FINAL FANTASY® X-2

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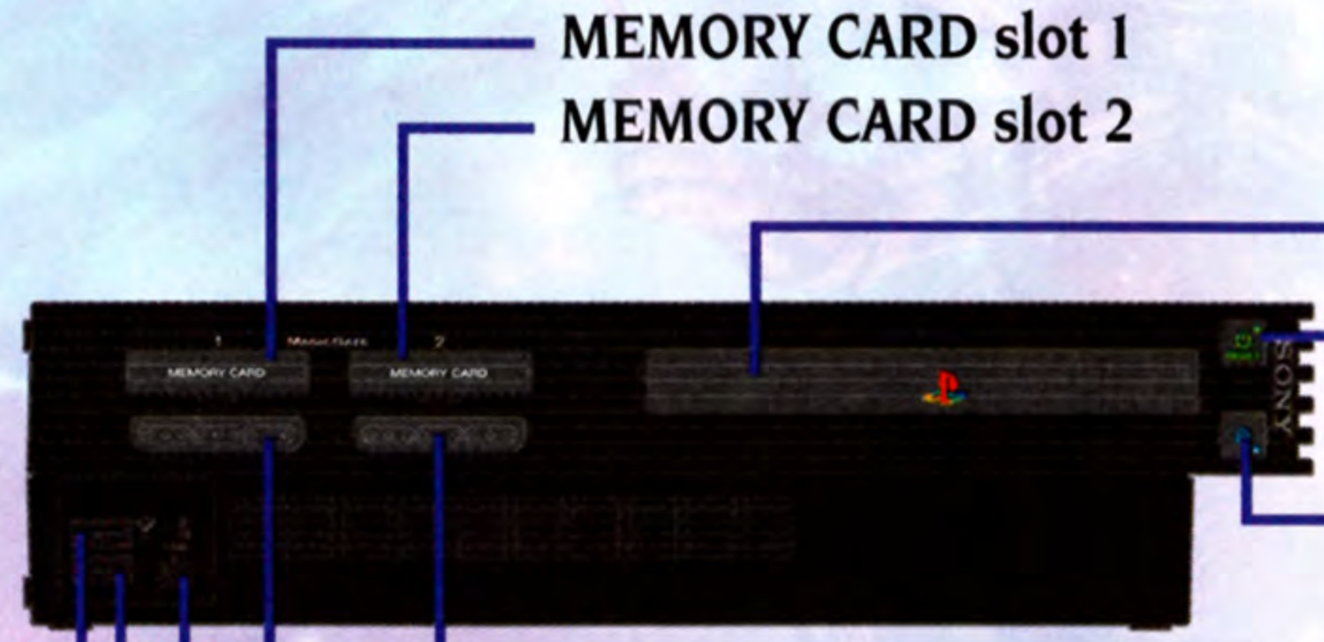
# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the FINAL FANTASY® X-2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller to controller port 1. Follow on-screen instructions and refer to this manual for information on using the software.

## START MENU

The start menu shown on the right will appear after the opening demo or when the START button is pressed.
To play the game from the beginning, select "New Game."
To continue a saved game, select "Load."

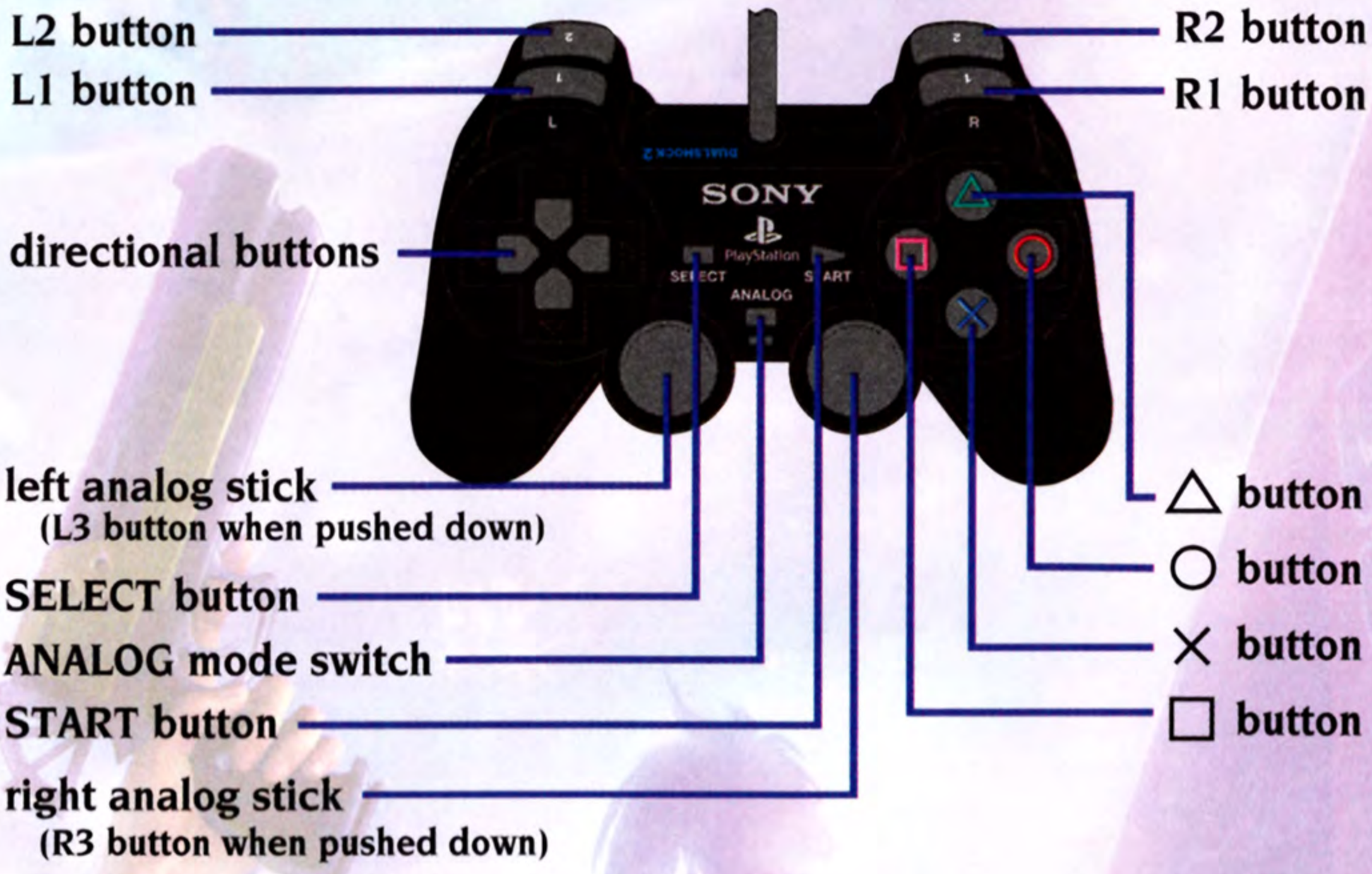
**New Game Plus**
If you have data from completing the game once, you can select "New Game Plus." Selecting this allows you to start the game with all of the dresspheres, items, and abilities you acquired during your first time through the adventure. Take another shot at the missions you couldn't complete and find the story events you missed!

## SAVE DATA

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 computer entertainment system. Each save file for FINAL FANTASY X-2 uses at least 186KB of space on a Memory Card (8MB) (for PlayStation®2). One memory card can hold up to 42 save files from FINAL FANTASY X-2.

# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS




There are three control modes in **FINAL FANTASY X-2:**

| | Field Screen | Menu Screens | Battle Screen |
|---|---|---|---|
| **Directional buttons** | Move character | Move cursor<br>Change pages with left and right buttons | Move cursor / |
| **Left analog stick** | Move character | Move cursor<br>Change pages with left and right movement | Move cursor / |
| **◎ button** | In certain locations, holding this down allows Yuna to climb or jump | Cancel /<br>Return to field screen | Cancel |
| **⊗ button** | Talk / Examine /<br>Confirm | Confirm | Confirm |
| **△ button** | Display menu | | Switch to next active character |
| **L1 button** | | Cycle through characters or dresspheres | Spherechange |
| **L2 button** | | Scroll lists back | Scroll lists back |
| **R1 button** | | Cycle through characters or dresspheres | Rapid fire with "Trigger Happy" (Gunner only) |
| **R2 button** | | Scroll lists forward | Scroll lists forward |
| **START button** | Pause* | | Pause* |
| **SELECT button** | | | |

The controller in FINAL FANTASY X-2 will always be in analog mode, enabling use of the left analog stick.
The analog mode button and red LED light are always set to ON.
The vibration mode can be turned on and off in the Config section of the main menu.

NOTE: *This game may be incompatible with controllers other than the* DUALSHOCK®2 *analog controller.*
*Only controller port* 1 *can be used.*

Press the L1, L2, R1, R2, START, and SELECT buttons together to perform a soft reset, returning the game to the start menu.*

* Pause and soft reset are disabled during certain scenes.

# STORY

## FINAL FANTASY X

***Spira.*** Once upon a time it was a world of prosperity, sustained by an advanced civilization of machina.

Then, one thousand years ago, Sin came. This immortal menace brought perennial destruction to the land and slowed advances to civilization. The teachings of Yevon offered solace to Spira's terrified people, but also forbade the use of machina. Still, most people were willing to sacrifice progress for a sense of security, and civilization eventually came to a standstill.

Summoners emerged as Spira's only hope. They alone were able to stop Sin—if only for a little while.

On the day she becomes a summoner, Yuna, a girl of seventeen, meets *him*. The young man claims to have come from Zanarkand, though that city was supposedly destroyed a thousand years earlier.

Hearing his claim, Yuna knows this is no chance encounter. Her father, Braska, was a summoner before her. Jecht, a man who served as his guardian, also claimed to have come from Zanarkand.

The next day, Yuna and her own guardians—Kimahri, Wakka, and Lulu—set out on a journey to defeat Sin.

H*e* comes along, too, and before long he becomes one of Yuna's guardians. Others join them: a man named Auron who guarded Braska and an Al Bhed girl named Rikku. The pilgrimage continues.

Yuna and her entourage witness much. Operation Mi'ihen is launched in an attempt to stop Sin with machina, but it fails. Seymour Guado, a maester of Yevon, reveals machinations of his own. Finally, Yuna and company arrive at their destination, the sacred ruins of Zanarkand. It is here that they were to learn the one and only way to defeat Sin: the Final Summoning.

But Yuna learns something entirely different. Sin cannot be truly destroyed using the Final Summoning. Not now, not ever.

Rikku's father, Cid, takes Yuna and her friends aboard his airship. They begin a new journey, this time in search of another way to destroy Sin. After uncovering the truths and fallacies behind Sin and the teachings of Yevon, they finally succeed in vanquishing Sin.

However, that victory meant *he* would vanish.

A heavy price is paid, but Spira finds peace and freedom from the terror of Sin at last.

Filled with the many memories of her journey, Yuna speaks to the people of Spira:

*"The people and the friends we have lost, or the dreams that have faded...*
*Never forget them."*

## ETERNAL CALM

**FINAL FANTASY X: Another Story**

Two years have passed since Sin was destroyed.

Since defeating Sin and becoming high summoner, Yuna has lived on her childhood home of Besaid Island, and the predictable days pass by one after another.

Isn't this simple happiness what she always wanted? Still, Yuna senses something is missing...

Then, one day, her former guardian Rikku comes to Besaid and shows Yuna a movie sphere. The recording is of *him*.

Or is it? Yuna can't tell whether it's him or just someone who looks like him.

"*Let's go look for more clues*!" Rikku suggests.

If it is him, Yuna might be able to see him one more time.
If not, Yuna will probably never see him again.

No matter what the truth may be, the answers she finds may change things forever. Yuna begins another journey.

The story continues in FINAL FANTASY X-2...

## AUDIO SETUP

The Dolby® Digital Surround EX™ and Dolby® Surround Pro Logic® II soundtracks can only be played back by using "movie spheres" in the Luca Theater.

- **Dolby® Digital Surround EX™**
When selected, the Dolby Digital Surround EX soundtrack will output from the DIGITAL OUT (OPTICAL) of the PlayStation®2. Please connect the DIGITAL OUT (OPTICAL) to the DIGITAL INPUT (OPTICAL) of an audio system with Dolby Digital decoding to play back in 5.1 ch. If your audio system features Dolby Digital EX decoding and has a rear center speaker, the soundtrack may be played back in 6.1 ch.

- **Stereo (Dolby® Surround Pro Logic® II)**
When selected, the Stereo (Dolby Surround Pro Logic II) soundtrack will output from both the DIGITAL OUT (OPTICAL) and the AV MULTI OUT (ANALOG) of the PlayStation®2. The soundtrack may be played back in 5 ch surround sound on an audio system that features Dolby Pro Logic II decoding, and in 4 ch surround sound on an audio system that features Dolby Pro Logic decoding. The soundtrack may also be played back in 2 ch stereo.

- **Monaural**
If necessary, please refer to the instruction manual that came with your audio system. Outside of the Luca Theater, you can use the Config section of the main menu to switch between stereo and monaural sound output.

# CHARACTERS

## RIKKU

Age 17. Dressphere: Thief

In the two years since she helped Yuna defeat Sin, Rikku has travelled with other Al Bhed around Spira, teaching people all there is to know about machina. During the so-called "search for truth" that overtook Spira after Sin's defeat, a group of Al Bhed joined the ranks of sphere hunters. With their airship, the Celsius, as a base, Rikku and Brother founded the Gullwings. Rikku invited Yuna to join the Gullwings, and they have been travelling together ever since. As always, Rikku's endless supply of energy keeps the team on their toes.

## YUNA

Age 19. Dressphere: Gunner

After defeating Sin, Yuna returned to her home on Besaid. The days passed without incident, but still she sensed something missing in her quiet existence. A movie sphere that Rikku shows her gives her a reason to journey once more.

For now, life as a sphere hunter affords Yuna the chance to live on the wild side. Old habits die hard, though. Yuna still can't walk away from people in need.

## PAINE

Age 18. Dressphere: Warrior

Paine is armed with a one-handed sword and a lukewarm attitude. It seems she joined the Gullwings because of something that happened in her past. However, none of the Gullwings know exactly what that might be. The often ridiculous antics of the Gullwings tend to prompt sarcastic remarks from Paine, but the others don't seem to worry about it much.

# CHARACTERS

## NOOJ Age 21

The "meyvn," or leader, of the Youth League. He is a former Crusader who, repulsed by the actions of New Yevon, founded the Youth League. He lost his left arm and leg in battle with Sin. Because of the large number of hot-blooded youths in the Youth League, they have a tendency to start trouble.

## BARALAI Age 20

The praetor of New Yevon. As their newly elected official, he is deeply respected by the other party members. New Yevon takes a conservative approach, their motto being "One thing at a time." Even so, their furtive habits—including sphere theft—have earned them a general lack of trust.

## GIPPAL Age 18

Leader of the Al Bhed Machine Faction. Based in Djose Temple, the group excavates old machina and researches the development of machina weapons.

## THE LEBLANC SYNDICATE

(From left: Logos, Leblanc, Ormi)

A group of sphere hunters who stand as rivals to the Gullwings. They make frequent appearances throughout the story. The Syndicate's organizational skills are said to be unrivaled in Spira.

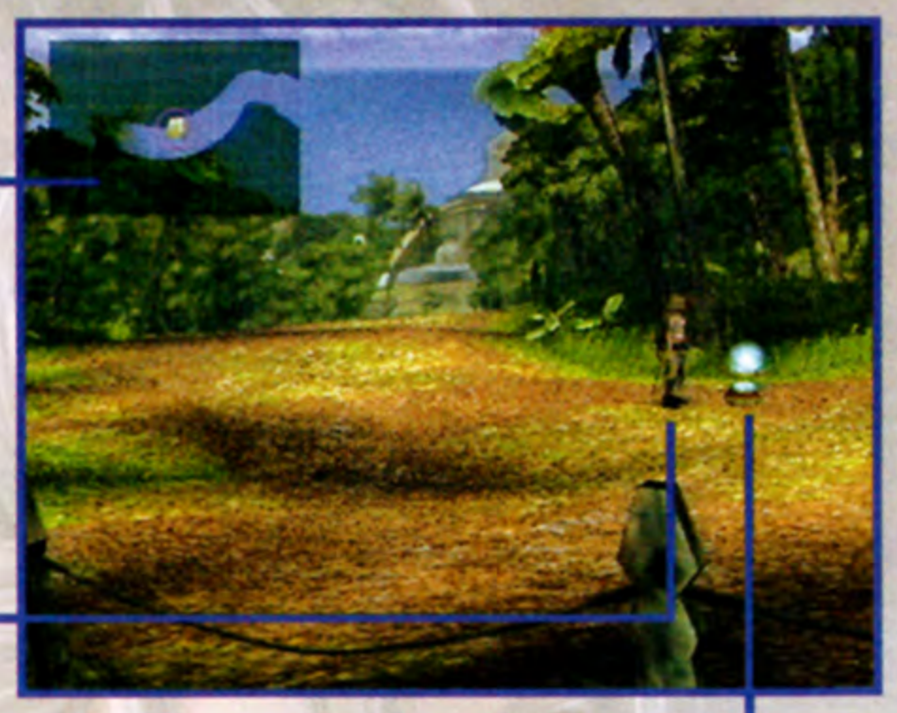
## THE GULLWINGS

(From left: Buddy, Brother, Shinra)

Yuna's sphere-hunting friends.

# GAME PROGRESS

## THE FIELD SCREEN



**Guide Map**

The guide map can be turned on and off in the Config section of the main menu. Depending on the area, the map may be displayed in different positions on-screen or not displayed at all.

**Player's character**

**Save Sphere**

Approaching one of these and pressing the ⊗ button will completely restore your HP and MP. Use these spheres to return to the airship and save your game.

## THE MISSION SELECT SCREEN

Yuna and the rest of the Gullwings travel Spira aboard their airship, the Celsius. The Mission Select screen lets you choose where they'll go next. Unless there's something really important going down, you're free to travel wherever you please. Each location listed has a variety of missions waiting to be found, and the missions themselves can change depending on when you go to a given location.

Once you've accepted a mission, your actions affect how the story will unfold. There are countless decisions to be made in the course of the game, and each one helps determine the path your story will take.

You can usually access the Mission Select screen by talking to Buddy, but at certain critical points, the Mission Select screen will appear automatically. Pressing the ◉ button allows you to return to the bridge of the Celsius. However, there are times in the game when you cannot exit without selecting a mission.

## HOTSPOTS

As you select missions and advance through the game, "Hotspot" will appear beside locations with new missions and events. Your choice of missions changes the flow of the game, letting you take the story where you want it to go.

A meter like the one below appears at the bottom of the Mission Select screen. The number of ★s indicates the strength of fiends found at the location selected. The more stars shown, the stronger the fiends.

EASY★★★☆☆HARD

# MAIN MENU



Press the △ button on the field screen to open the main menu. There, you can use items and equip your party for battle.

| | | |
|---|---|---|
| 1 | **Items** | Use and sort items. View any key items found. |
| 2 | **White Magic** | Use White Magic spells to restore HP and cure status ailments. Only appears after you've found the White Mage dressphere. |
| 3 | **Equip** | Change a character's Garment Grid, dressphere, or accessories. |
| | **Garment Grids** | Each character can equip one Garment Grid at a time. Multiple characters can equip the same Garment Grid simultaneously. |
| | **Dresspheres** | Select one of the dresspheres placed on the currently equipped Garment Grid. |
| | **Accessories** | Each character can equip up to two accessories. Some accessories allow a character to use abilities from dresspheres besides the one currently equipped. |
| 4 | **Garment Grids** | Place and arrange dresspheres on a Garment Grid. |
| 5 | **Abilities** | View a character's progress in learning the abilities of each dressphere and select the next ability to be learned. |
| 6 | **Accessories** | View and sort accessories. |
| 7 | **Dresspheres** | View the party's dresspheres. |
| 8 | **Config** | Configure gameplay and system settings. |

# BATTLE SYSTEM

## BATTLE SCREEN

1. Command Window
2. Help Window
3. Status Window

### Command Window

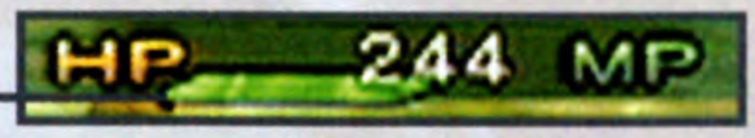
The Main Commands window displays a character's available commands. When a character has more than four commands, the window will scroll to display additional commands. Pressing the right directional button brings up the Subcommands window and the "Escape" command. Pressing the L1 button accesses the Garment Grid to make a spherechange. Refer to the section on spherechanges for more information.

### Help Window

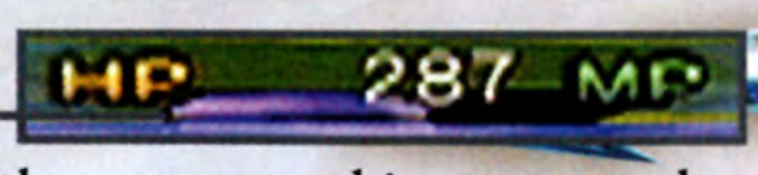
The help window contains a brief description of the currently selected command, item, etc. The battle help window can be toggled on and off in the Config section of the main menu.

### Status Window

Active Time Battle (ATB) Gauge




**When green, the ATB gauge displays "charge time."**
Once this gauge is full, a character is ready to accept her next command. Depending on the command previously executed, this gauge may not appear.




**When purple, the ATB gauge displays "wait time."**
Using items and certain abilities requires a wait time before the command.is executed. The length of the gauge varies depending on the command selected. The shorter the gauge, the sooner the command will be executed. When attempting to "chain" attacks together, special attention should be given to the wait time a command will require. Some commands are "no-wait" commands which, as their name implies, require no wait time before being executed.

## CHAIN ATTACKS

When two or more successful attacks immediately follow each other, the word "Chain" appears. Successive attacks in the same chain cause increasing damage. The longer the chain, the greater the additional damage.

## SPHERECHANGES

Characters can use the Garment Grid during battle (press the L1 button) to change dresspheres. This transformation is called a spherechange. Characters can only spherechange to dresspheres placed on their currently equipped Garment Grid. Dresspheres that aren't connected by paths on the Garment Grid can't be selected for spherechanges, so arrange dresspheres with care. Also be aware that when the ATB mode is set to "Active," battle doesn't pause while you select dresspheres for spherechange, so enemies will continue to attack. You can toggle the ATB mode between "Active" and "Wait" in the Config section of the main menu.

Each character has a special dressphere which can only be used by filling a Garment Grid with dresspheres and spherechanging to all dresspheres on the Garment Grid. Of course, you have to find those special dresspheres first.

# STATUS AILMENTS

During battle, characters are sometimes afflicted with status ailments. There are beneficial status effects as well. The chart below covers negative ailments and effective ways to recover from them.

| Icon | Ailment | Symptoms | Treatment |
|---|---|---|---|
| | KO* | Cannot participate in battle | Life, Full-Life, Phoenix Down |
| | Petrification* | Cannot participate in battle | Esuna, Soft, Remedy |
| | Sleep | Cannot participate in battle | Esuna, Remedy, being physically struck |
| | Silence* | Cannot cast spells or sing | Esuna, Echo Screen, Remedy |
| | Darkness* | Reduced accuracy of physical attacks | Esuna, Eye Drops, Remedy |
| | Poison* | Suffers damage at set intervals | Esuna, Antidote, Remedy |
| | Confusion | Actions are unpredictable and uncontrollable | Esuna, Remedy, being physically struck |
| | Berserk | Increased Strength, but attacks enemies impulsively and uncontrollably | Esuna, Remedy |
| | Curse | Cannot spherechange | Esuna, Holy Water, Remedy |
| | Itchy | Cannot use any command except spherechange | Esuna, Holy Water, Remedy |
| | Doom | KO'd when countdown reaches zero | None |
| | Slow | ATB gauge takes longer to fill | Esuna, Remedy |
| | Stop | ATB gauge stops | Esuna, Remedy |
| | Pointless* | No AP is earned during battle, and no EXP is earned after battle | Esuna, Holy Water |

*These status ailments persist even after battle.

In addition to the above treatments, touching a Save Sphere will cure all status ailments and fully restore HP and MP.

## GAME OVER

The game will end if all party members are KO'd (HP is reduced to 0) or petrified. Play must be resumed from a save file.

# DRESSPHERES

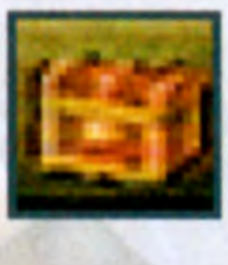


In this installment of FINAL FANTASY, a character's attributes change depending on the dressphere she has equipped. Dresspheres are a special type of sphere that can be found on the party's journey through Spira.

Dresspheres also determine the abilities available to a character in combat. Plan ahead to ensure that characters will have the right abilities ready when they're needed.

## MAIN DRESSPHERES

**Gunner: Yuna's starting dressphere**
Use a gun to fire on enemies from afar. Strike your foes repeatedly with the rapid-fire "Trigger Happy" or attack with the no-wait "Gunplay" abilities.



**Thief: Rikku's starting dressphere**
Use "Flimflam" to steal just about anything from your enemies. Although it offers little in the way of Strength or Magic, it's the fastest of the dresspheres, getting in two hits on an enemy with just one attack.

**Warrior: Paine's starting dressphere**
Use a sword to slash through your foes. This dressphere excels in Strength and Defense, but its Magic and Magic Defense are weak. It allows access to "Swordplay" abilities such as "Armor Break," which lowers an enemy's Defense.

**Songstress**
Use the "Dance" ability to sustain various effects for the duration of the dance, and "Sing" to raise the party's attributes for the remainder of a battle. "Sing" is especially useful in long battles.

**White Mage**
Heal and aid party members with "White Magic." HP is low, but Magic Defense is extremely high.

**Black Mage**
Attack enemies with "Black Magic." You can target all enemies in a battle with "Black Magic," but doing so halves the damage inflicted on each one.

# ABILITIES

The abilities a character can use vary with the dressphere she has equipped. There are two types of abilities: command abilities and auto-abilities. Command abilities are displayed in the command window during battle and must be selected to have an effect. Command abilities are not limited to those available when a character first equips a dressphere. As a character earns Ability Points (AP), new abilities become available for use.

Auto-abilities are designated with the icon to the right and automatically take effect during battle.

## LEARNING ABILITIES

The percentage to the right of each dressphere name indicates the selected character's mastery of that dressphere's abilities. The command abilities and auto-abilities available upon equipping the selected dressphere are displayed on the right side of the screen.

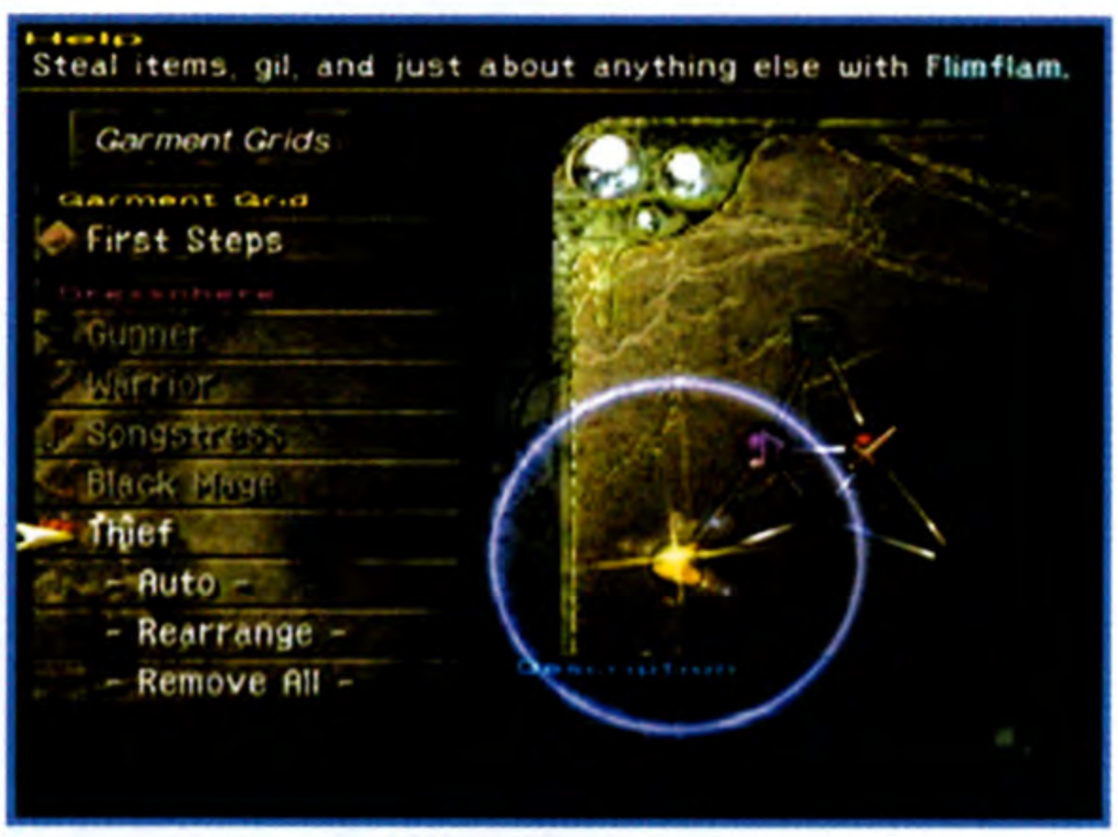
Using the Gunner dressphere as an example, "Attack" and "Trigger Happy" are learned from the start. Abilities that have already been learned are designated with the "Master" graphic to their right.

Defeating enemies in battle and using the "Trigger Happy" ability earns a character AP. Once enough AP has been earned, "Cheap Shot" will be mastered and available for use as a command ability.

# GARMENT GRIDS

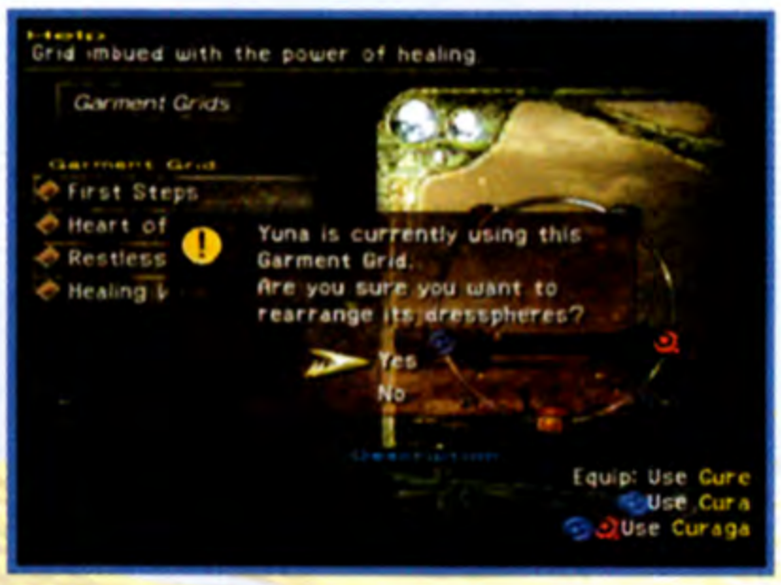


The devices used to harness the power of the dresspheres are known as Garment Grids. During battle, a character can spherechange only to dresspheres placed on her currently equipped Garment Grid. For this reason, it's important to outfit characters with Garment Grids that have been set with dresspheres before going into battle. Once in battle, neither a character's Garment Grid nor the dresspheres placed on it can be changed.




Characters can gain attribute bonuses and new abilities simply by having a Garment Grid equipped, or sometimes by passing through its gates during a spherechange. Gates are indicated on your Garment Grid as colored icons other than your dresspheres. The bonuses for gates appear on the lower right of your Garment Grids screen. Abilities and bonuses gained by passing through gates expire at the end of battle.

## PLACING DRESSPHERES




Dresspheres must be placed on a Garment Grid in order to be used. To do so, first select a dressphere, then select the node on the Garment Grid where you would like to place it. If another dressphere is already on the node, it will be replaced with the newly selected dressphere. In the event a dressphere that a character had equipped is removed from the Garment Grid, a new dressphere must be selected for that character.

**Garment Grid Controls**

| | |
|---|---|
| **Directional buttons / Left analog stick** | Move cursor |
| **⊗ button** | Select or place dressphere |
| **△ button** | Remove dressphere |
| **○ button** | Done |

# HINTS

## USING ACCESSORIES

By equipping accessories, you can boost a character's HP, MP, and attributes as well as augment the dressphere she uses in battle with additional command abilities.

For example, wearing the Red Ring allows a character to cast the black magic spell "Fire" regardless of the dressphere she has equipped. Combine these bonuses with the powers of the Garment Grids mentioned earlier to build up an arsenal of abilities in no time.

A warrior can cast Fire in battle, too!

## MINI GAMES

### Sphere Break

An innovative new coin game that has taken Spira by storm. Sphere Break may be a game, but it's also an investment. It is said that skillful play can earn one a fortune in gil.

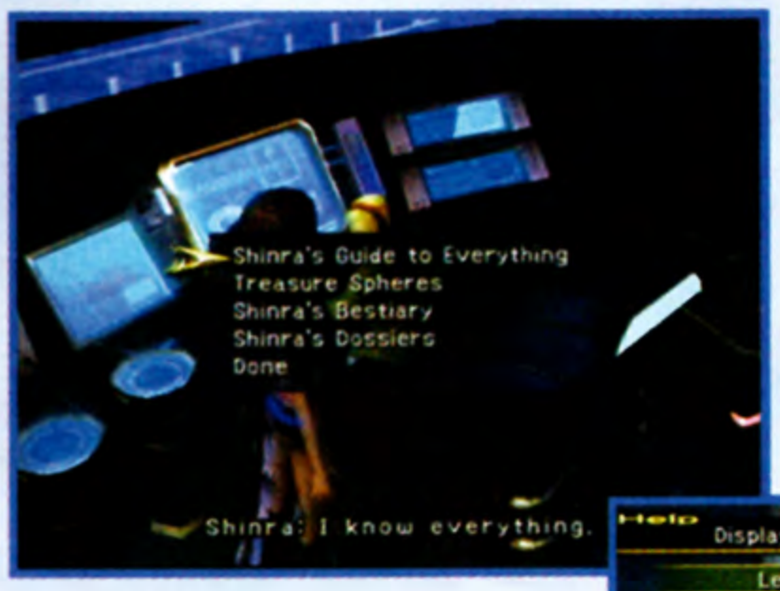
You, too, can play Sphere Break in FINAL FANTASY X-2. Certain story events may also lead to a Sphere Break tournament, featuring a magnificent prize! Learn the basics by reading the in-game tutorial. Good luck.

### Gunner's Gauntlet

If you visit a certain area at the right time, you can test your strength and skill by running the "Gunner's Gauntlet."

### The Calm Lands

A number of attractions have appeared throughout the Calm Lands for your enjoyment.




## TALK TO SHINRA!

Ordinarily, talking to Shinra on the airship bridge will give you access to glossaries, tutorials, and other useful information. You can also view data collected on monsters you've defeated and characters you've met.

## JUMPING AND CLIMBING

You will need to use the "jump" and "climb" action commands to successfully advance through certain areas. In situations like this, holding down the ◉ button as you move will make it easier to progress. There is no need to time your button presses for each individual action.

## DIRECTING MAGIC AT GROUPS

In FINAL FANTASY X-2, some spells can be targeted at an entire group. To target all party members at once, press the right directional button when the cursor is in your party's HP window. To target all enemies at once, press the left directional button when the cursor is positioned on the enemy list. Use these targeting skills to turn the tide of battle!

# CREDITS

| | |
|---|---|
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